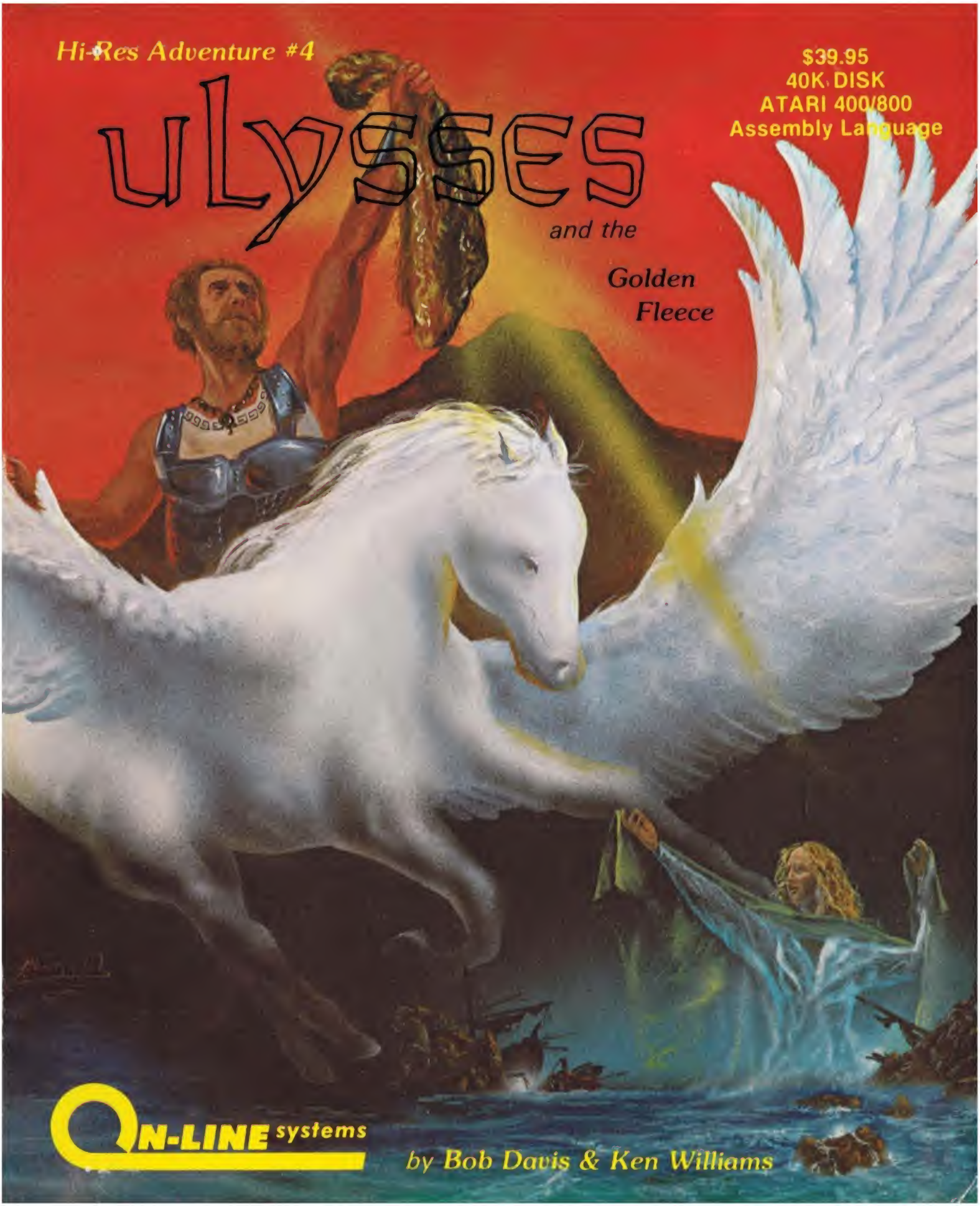
Hi-Res Adventure #4
$39.95
40K DISK
ATARI 400/800
Assembly Language
ulysses
and the
Golden
Fleece
ON-LINE systems
by Bob Davis & Ken Williams

GAME INSTRUCTIONS

Executing Hi-Res Adventure #4

To start "Ulysses and the Golden Fleece" executing, simply boot the disk as described in your DOS manual. The game will not boot if you have a cartridge inserted into one of the cartridge slots.

Moving From Place to Place

In this game you are in complete control and the computer is merely your puppet as you give it instructions which might aid you in your quest. The computer has a tremendous vocabulary, although it only understands sentences of one or two words. In most cases this is a verb and a noun such as "CLIMB TREE" or "CROSS BRIDGE". In many cases one word suffices such as "UP", "NORTH", "LEFT" or "WEST". At times a direction isn't sufficient to let the computer know where you wish to go. At these times try moving toward something such as "GO TREE" or "GO CAVE" etc. During your journey you will encounter terrain that may call for flying, jumping, climbing, etc., in all cases do not become frustrated, instead, think of a way to explain to the computer what it is you desire and it will do its best to comply.

The World Around You

As you travel you may encounter objects which might serve you on your journey to recover the Fleece. You may direct the computer to get or take these items. For example, a bow might be useful in battling dwarves. Objects may have magic side effects. Some may even have been left to delay your approach. To find what you're carrying at any time, type "INVENTORY" or "INV".

A Few Hints . . .

Ulysses and the Golden Fleece is not a game that will be solved at one sitting. Even slight progress may take weeks depending on your creativity, mood, and experience as an adventurer. Involve the rest of your family, make sure you try to go every direction from every place you visit. A wise adventurer would keep a map of the places he has visited and so should you. Do not be afraid to experiment. You can not hurt or otherwise blow up the program by trying new things.

The Graphics . . .

Each place you visit as you travel will be displayed on the television or monitor of your ATARI in color. Below the picture will be a brief description of where you are. At times if you ask the computer for a closer look at some portion of the picture (such as a knot on a tree) it will comply with a closeup if it thinks there's something that might help you. You will notice that if you drop things they will appear as part of the picture as they would if you dropped them while walking. The ATARI only provides for four lines of text on the display. If a message to be output is longer than this, you will hear a beep and the computer will hold up additional output until you press return. If you wish to review your dialogue with the computer, you may press return without typing anything thereby causing it to display the last twenty-four lines of your conversation. To resume play, simply press return again.

Saving Your Adventure

If you desire to resume your game at a later time you must let the computer know so that it can save your game for later play. Games cannot be saved on either of the ADVENTURE diskettes. Choose any initialized diskette you have and label it your "ADVENTURE SAVED GAME DISK." HI-RES ADVENTURE does not use the standard ATARI disk operating system and will blindly clobber any data you may have on the disk, therefore, make sure you pick a completely unneeded disk. To request that your game be saved, simply say 'SAVE GAME'. You will be prompted for a letter from A to L under which to save the game. This is so that you may have several games saved at once. To resume play, boot the disk as always then type "RESTORE GAME". You will be asked for the letter under which you saved the game. If you do not already have an initialized diskette, just type "INIT DISK" any time during the game, then follow the prompts.

If One Of Your Disks Should Ever Fail

If one of your disks fail within 90 days of purchase, return it to the dealer from whom you bought it or send it to ON-LINE SYSTEMS for free replacement. After this time send it to us with 5 dollars. We try to return all disks the same day they arrive.

And Finally . . .

If all else fails and you're stuck and about to burn the ADVENTURE diskettes, check with your favorite store for a hint or call us (during reasonable west coast hours!).

GOOD LUCK!

BOB DAVIS & KEN WILLIAMS

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209-683-6858

NOTE: Ulysses and the Golden Fleece occupies both sides of one disk. Side "B" and side "C" are not copy protected. We strongly urge that you make back-up copies immediately. Side "C" contains a routine to allow you to make these copies. Simply boot side "C" and follow the prompts. Do this once for each side. You will need a seperate diskette for each side.

ULYSSES

and the Golden Fleece

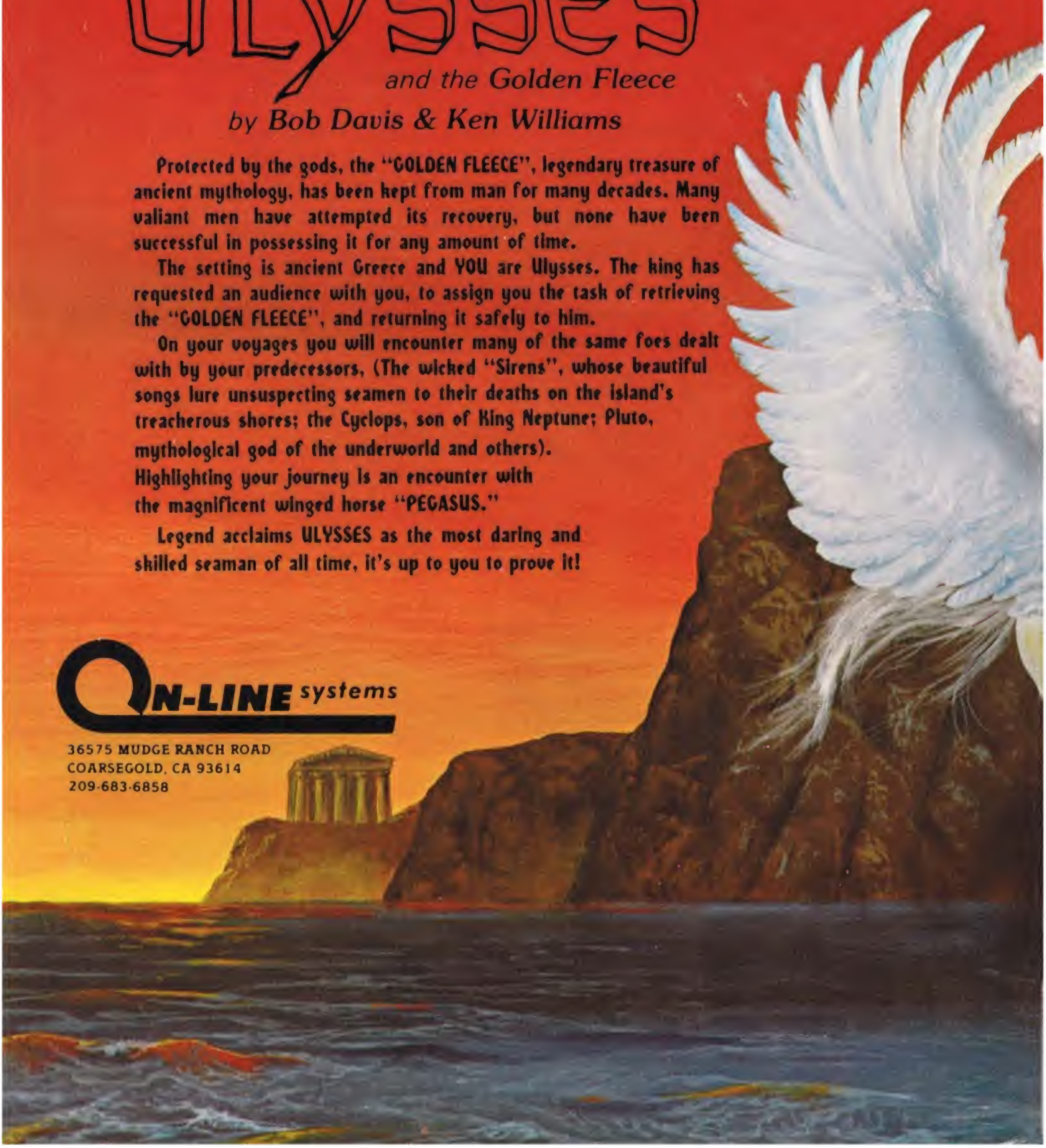
by Bob Davis & Ken Williams

Protected by the gods, the "GOLDEN FLEECE", legendary treasure of ancient mythology, has been kept from man for many decades. Many valiant men have attempted its recovery, but none have been successful in possessing it for any amount of time.

The setting is ancient Greece and YOU are Ulysses. The king has requested an audience with you, to assign you the task of retrieving the "GOLDEN FLEECE", and returning it safely to him.

On your voyages you will encounter many of the same foes dealt with by your predecessors, (The wicked "Sirens", whose beautiful songs lure unsuspecting seamen to their deaths on the island's treacherous shores; the Cyclops, son of King Neptune; Pluto, mythological god of the underworld and others). Highlighting your journey is an encounter with the magnificent winged horse "PEGASUS."

Legend acclaims ULYSSES as the most daring and skilled seaman of all time, it's up to you to prove it!



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ULYSSES and the GOLDEN FLEECE
HI-RES ADVENTURE #4
BY BOB DAVIS AND KEN WILLIAMS
ADAPTED FOR THE ATARI BY CHRIS IDEN
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SIDE A
FRONT
SIDE B
BACK
H4L 201

ULYSSES and the GOLDEN FLEECE
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SIDE C
FRONT
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